

L Number	Hits	Search Text	DB	Time stamp
3	47	((video and joint).ab.) and game	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/03/10 14:40
4	88	(video and game and joint and skeleton) and angle	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/03/10 14:43
5	10	((video and game and joint and skeleton) and angle) and rotational	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/03/10 14:41
6	2	(video and game and joint and skeleton) and ((rotate) near3 angle)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/03/10 14:42
7	15	(video and game and joint and skeleton) and ((rotational rotation) near3 angle)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/03/10 14:42
10	1085	(video and joint).ab.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/03/10 14:42
11	55	(video and game and joint and skeleton) and (axes axis)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/03/10 14:42
14	117	video and game and joint and skeleton	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/03/10 14:42
17	26	(video and game and joint and skeleton) and cache	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/03/10 14:43
18	37	345/653.cccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/03/10 14:43
19	856	345/473.cccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/03/10 14:43
20	67	(video and game and joint and skeleton) and angle and vert\$4	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/03/10 14:44